

## The Brink Method.

Named after Dr. B. Dean Brink. First mass method of teaching swimming to reach popularity.

The steps in the Brink method:-

1. The Hungry Duck:- putting face in water and looking to see how many fingers are held out by the instructor. The instructor says:- "Every time a duck gets hungry, she has to put her face under water to look for food. If she can see under water we can. I will look and tell you what I see. Open your eyes after your face is under. Don't hurry about it; hold your breath, take your time, look at your fingers." (Demonstration by instructor) "Now, every one try it."
2. Motorboat Breathing - air is through mouth (the carburetor) and out "the nose (the exhaust)"  
A motorboat is a very efficient breather because it takes the air in through one valve, the carburetor, and lets it out under water through the exhaust pipe. Now I will take a good deep breath thro' my mouth, close it, and put my face under, and let the air out thro' the nose. (Dem)
3. Jellyfish float - grasp ankles and hold until the sack floats out of water.



"Now that we have found the face and eyes will not shrink from washing we can bob around like a school of jellyfish. Squat down in the water, let your hands slide down between your knees, until they reach your ankles. Pick up one ankle in each hand, put your face under water, and tip over forward." (Demonstration)

4. Turtle - fall forward with arms & legs spread.

Did you ever see a turtle floating about, warming his back in his sun? By stretching the arms forward, lowering the chin to the chest, and falling forward, we can imitate the turtle. Like this." (Dem.)

5. Sleigh Ride - glide on stomach with hands overhead.

Did you know that you can take a sleigh ride over the water just as though it were ice? The runners of our sleigh are our hands, arms stretched out before us. We put our faces under, and, pushing off from the bottom with our feet, slide over the water like this." (Dem.) "Now, let us all imitate sleighs."

6. Steamboat - flutter kicks on front.

"Now that we can coast, we can go a step forward further and imitate a sternwheel steamboat, paddling our



legs up & down, keeping the knees straight, and splashing the water lightly with the feet. Remember that we are thrifty people - We do not throw away our sleighs even when we play steamboat, but keep the runners ahead of us & attach the stern paddles to the rear of the sleigh. (Demonstration.)

7. Windmill - elementary crawl arm stroke.  
Now, standing up. Let your arms revolve like the arms of a windmill: right arm reaching straight ahead, left arm at thigh. Now revolve, keep reaching, one hand at a time. When a big wind blows, the windmill falls down into the water & the arms are revolving so fast that they keep on going down the river. (Dem.)

8. Combination - combining arm stroke & leg kick.  
Let us suppose that the windmill & steamboat collide. We cannot separate them so they must float down the river together, the windmill revolving its arms in front, and the steamboat, paddling along in the rear. They would look like this. (Demonstration.)

Now do you remember the motorboat breathing? Roll as you reach getting you breath this 'the carburetor (your mouth,) and letting it out through the underwater exhaust. (your nose.)

Seal  
~~Brink~~ Method.

Walk in water moving arms in circles.

Shoulders under water.

Seal kick , (legs bent at knees).  
(feet)

Breathing with on bottom.

Floating on stomach with breathing and kick.

Use arms as practised before.

N.B. (Knees at thigh still. --- Any age level).



## Swimming

### Why We Swim

1. For rec.
2. " safety
3. " relaxation
4. " healthful ed. - physiological } value.  
educational }
1. motor skill
2. social
3. attitudes.
5. " idea of corrective ed. -
  - ① hydro gym - utilizing water for therapeutic effect.
  - ② Under-water gym - snow task - Posturing patient & then work muscles.
6. For recreation.

Recreational Values  
Physiological "  
Educational "  
Safety "

Recreational value - ① 7-70 - Individual  
sport best suitable.

② Release from tension.

③ Co - educational.

### Physiological Value -

1. Unique form of activity  
with medium of water supporting  
body weight.
2. Smooth flowing movements.

### Relaxation Value -

1. Use only muscles you need.
2. Economy of muscle movement.

(Balance between ed. - social [etc.] life.)

Differences in body build influence swimming ability. Wide hips & long legs more stable. Change in body structure is equal to the amount of time spent.

Methods & techniques cannot be separated. Techniques basic and insofar as these conform to structure of body result in physiological effects.



Overcoming fear  
Control of breath  
Opening eyes  
Learning to float

Blowing bubbles in hand.  
Speed swimming like land use + mouth  
Swimming under water - teach to blow out steadily.  
- sure action comes from diaphragm.

Medium size breath.

Rhythmical breathing.

Keep hands down + try to divert attention by smiling, etc.  
Don't blow every thing too soon, before coming to surface.  
Expel more air than take in.  
Not too fast a rhythm.

Opening Eyes in Water -

1. Good - if possible.
2. Winking at one another

Getting feet off bottom.

1. Start by walking.
2. Faking of respiration.
  - A. Let me move knee.
  - B. Arms, etc. long - nose + long.
  - C. Neck - head should feel like detached balloon.
  - D. Pick up bubble + see that it comes up to top.
  - E. Belly - just - best way to relax.
  - F. Teach them to stand in water - 1st released on floor - 2nd up, hands down at side.
3. Then for land use first - easier than back float + teach.
4. Now to stand for back float - before giving position.

By Exerts <sup>effort</sup> swimming Hor. back.

But first by 1. touch bottom of pool with hands  
keeping arms straight - work into jelly feet  
Learning to stand using wall

## Slide -

Steps to know - Apt 2 make beginning to see  
body position, relaxation & water balance;  
Breathing & underwater swimming  
but on heart - only 2 advanced stations  
& under control.

## Post -

Water holding up in variety of positions

1. face.
2. side.
3. back.
4. vertical.

Side float - extended sideways with 1 limb  
lightly or not. Head and interest; hand just under  
chin towards high shoulder.

Back float - helper should stand in front  
& hold of nothing can't be beginner  
learn to not found. Stand. Pull knees up &  
push with water back. Can stand up.

Vertical float - 1st in chest deep water. Bend back  
head & legs up by shoulder & then let down.  
As it comes down keep head straight.

## Back float -

Start in water chest deep - squat on heels -  
back & legs easy back & feet head back & legs  
feet down.

## Swimming -

Sitting down in shallow water

Soon as fear is  
overcome.

## Swimming -

Let swim to learn

Water swimming - ocean, river, etc.

Water stroke

.. situation etc.



Natural progression from front crawl is  
flutter kick on back - swimmer has a  
chance to see her legs in action - so is  
rather satisfying.

### Steps in Teaching Crawl -

1. Braced position - 18" apart - one hand  
directly below other - flutter kick.
- A. action in hip joint - put hand on spot  
as movement takes place.
- B. ~~steps~~ have leg lying limp on water.
- C. Move easily - row power and begin  
working for rhythm.

Step 2 - Back -

Swimming - Elementary Fundamentals

Vertical float

Swimmer - in air & water - 5. young swimmers & children  
- put out hands - feet from chest & head & arms

Swimming - Elementary

Swimming -

Swimming - 1. put hands & arms out of H. & sculling  
propulsion

Swimming - 2. put hands & arms out of H. & sculling

Swimming - 3. put hands & arms out of H. & sculling

Swimming - 4. put hands & arms out of H. & sculling

### On Back Stroke -

1. Head at side - long on 3. edge go down & up

2. Head at side - long on 3. edge go down & up

3. Head at side - long on 3. edge go down & up

4. Head at side - long on 3. edge go down & up

5. Head at side - long on 3. edge go down & up

6. Head at side - long on 3. edge go down & up

7. Head at side - long on 3. edge go down & up

8. Head at side - long on 3. edge go down & up

9. Head at side - long on 3. edge go down & up

3. Review back float - then take it to the water

4. Add Sculling & back float

5. only by kick - breathing control

6. Shallow water -

1. Change position from face to back & back to face

2. Swimming stroke - will be back, do it like

3. Change by reversing direction

4. Repeat P in back

5. Up side

6. Turn & out with P - back to face in water

Swimming - "y" & "z" position